

ON-GIFT SYSTEM

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SUPERVISOR'S DECLARATION

I hereby declare that I have checked this project and in my opinion, this project is adequate in terms of scope and quality for the award of the degree of Bachelor Degree of Science Computer in Computer System (Technology Graphic & Multimedia)

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I hereby declare that the work in this thesis is based on my original work except for quotations and citations which have been duly acknowledged. I also declare that it has not been previously or concurrently submitted for any other degree at Universiti Malaysia Pahang or any other institutions.

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ABSTRAK

Jarak yang jauh merupakan salah satu perkara yang sering menjadi masalah kepada manusia terutama kepada golongan anak-anak yang belajar serta bekerja jauh dari keluarga dan kampung halaman. Hal ini telah menyebabkan kesukaran kepada mereka untuk menyambut serta memberi hadiah kepada insan tersayang. Walaupun terdapat pelbagai sistem yang menawarkan pembelian barang secara atas talian, namun, walaupun dihantar kepada insan yang dituju, tiada keistimewaan yang dapat dirasakan. Oleh itu, sistem On-Gift dibangunkan untuk membantu masyarakat dalam memilih dan membeli hadiah dengan mudah secara atas talian. Dalam sistem ini, pengguna perlu memilih lokasi pembelian dan seterusnya mereka perlu memilih jenis hadiah yang mereka ingin beli. Sistem ini juga menawarkan servis penghantaran kepada alamat yang telah ditetapkan oleh pengguna. Oleh itu, pengguna dikehendaki untuk berkongsi beberapa maklumat peribadi seperti nama dan alamat ke dalam sistem supaya ia memudahkan syarikat untuk mendapatkan data pengguna. Objektif sistem ini dibangunkan adalah untuk mewujudkan suatu sistem berasaskan web yang dapat membantu pengguna untuk membeli serta memberi hadiah kepada insan tersayang walaupun berada dalam keadaan jarak jauh. Pembangunan Aplikasi Rapid (RAD) adalah kaedah yang digunakan untuk membangunkan sistem ini. Terdapat empat peringkat dalam RAD ini, pertama adalah peringkat perancangan keperluan, kedua pula adalah peringkat reka bentuk, manakala yang ketiga merupakan peringkat pembinaan pesat dan yang terakhir adalah peringkat peralihan.

ABSTRACT

Distant distances are one of the things that are often to be a major problem for people, especially for children or those who are studying and working away from family and home. This has made it difficult for them to celebrate and give gifts to their loved ones on certain special occasion. Although there are various systems that offer online purchases, however, even if it sent to the intended person, there is no privilege can be felt. Therefore, the On-Gift system is developed to help the public in choosing and purchasing gifts easily online. In this system, users need to choose the location of the purchase and so they have to choose the type of gift they want to buy. The system also offers delivery services to addresses set by users. Therefore, users are required to share some personal information such as names and addresses into the system so that it will facilitates the company to obtain users' data. The objective of this system is to create a web-based system that can help customers to buy and give gifts to loved ones even in long-distance situations. Rapid Application Development (RAD) is a method used to develop this system. There are four levels in RAD, the first stage is requirement planning stage, the second is the user design stage, while the third is the stage of rapid construction and the latter is the transition stage.

TABLE OF CONTENT

DECLARATION	
TITLE PAGE	
ACKNOWLEDGEMENTS	ii
ABSTRAK	iv
ABSTRACT	v
TABLE OF CONTENT	vi
LIST OF TABLES	ix
LIST OF FIGURES	x
LIST OF SYMBOLS	xii
LIST OF ABBREVIATIONS	xiii
CHAPTER 1 INTRODUCTION	1
1.1 Background	1
1.2 Problem Statement	2
1.3 Goal and Objective	3
1.4 Scope	3
1.5 Thesis Organization	4
CHAPTER 2 LITERATURE REVIEW	5
2.1 Introduction	5
2.2 Comparison of Three Existing System	5
2.2.1 LAZADA.com.my	6
2.2.2 Fern&Petal.com.my (fnp)	8
2.2.3 Shopee.com.my	9
2.3 Summary	11
CHAPTER 3 METHODOLOGY	12
3.1 Introduction	12
3.2 Rapid Application Development (RAD)	12
3.2.1 Requirements Planning Phase	13
3.2.2 User Design Phase	14
3.2.3 Construction Phase	29
3.2.4 Cutover Phase	30

3.3	Hardware and Software Requirements	30
3.3.1	Hardware Requirements	30
3.3.2	Software Requirements	31
3.4	Implementation	31
CHAPTER 4 RESULTS AND DISCUSSION		33
4.1	Introduction	33
4.2	Implementation	33
4.2.1	Software Product Features	34
4.2.2	Database Creation	36
4.2.3	Database Manipulation	38
4.2.4	System Function	39
4.2.5	Assumption and Dependencies	49
4.2.6	Testing and Result	49
4.3	Conclusion	49
CHAPTER 5 CONCLUSION		50
5.1	Introduction	50
5.2	Research Constraint	50
5.3	Future Work	50
REFERENCES		52
APPENDIX A GANTT CHART		54
APPENDIX B USER ACCEPTANCE TEST		55

LIST OF TABLES

Table 2.1	Criteria of Lazada.com.my	7
Table 2.2	Criteria of Ferns and Petals.com.my	9
Table 2.3	Criteria of Shopee.com.my	10
Table 4.2.1	Use Case Login by Admin	34
Table 4.2.2	Use Case Login by User	35

LIST OF FIGURES

Figure 2.1	Home Page of Lazada.com	7
Figure 2.2	Home Page of Perns&Petals.com	8
Figure 2.3	Home Page of Shopee.com	10
Figure 3.1	Four Phases in RAD	13
Figure 3.2.2.1	Context Diagram of the System	15
Figure 3.2.2.2	Data Flow Diagram Level 0 of the System	16
Figure 3.2.2.3	Data Flow Diagram Level 1 of the System	17
Figure 3.2.2.4	Data Flow Diagram Level 2 of the System	18
Figure 3.2.2.5	Data Flow Diagram Level 3 of the System	19
Figure 3.2.2.6	Entity Relationship Diagram of the System	20
Figure 3.2.2.7	Dialogue Diagram of the System	21
Figure 3.2.2.8	Home Page of the System	22
Figure 3.2.2.9	Registration Page of the System	23
Figure 3.2.2.10	Login Page of the System	24
Figure 3.2.2.11	Products Page of the System	25
Figure 3.2.2.12	About Page of the System	26
Figure 3.2.2.13	Contact Us Page of the System	27
Figure 3.2.2.14	My Profile Page of the System	28
Figure 3.2.2.15	Receipt Page of the System	29
Figure 4.2.2.1	Create “user” database	36
Figure 4.2.2.2	XAMPP Server Control Panel Application	37
Figure 4.2.2.3	Create table “user”	37
Figure 4.2.2.4	Create Column Fields	38
Figure 4.2.3.1	Coding for connect database	39
Figure 4.2.4.1	Home Page	40
Figure 4.2.4.2	Sign Up Page	41
Figure 4.2.4.3	Login Page	42
Figure 4.2.4.4	Products Page	43
Figure 4.2.4.5	About Us Page	44
Figure 4.2.4.6	Contact Page	45
Figure 4.2.4.7	My Profile Page	46
Figure 4.2.4.8	Receipt Page	47

Figure 4.2.4.9 Image Tracker for scan using Augment application	48
Figure 4.2.4.10 Item show when scanning	48

LIST OF SYMBOLS

DFD	Data Flow Diagram
ERD	Entity Relationship Diagram

LIST OF ABBREVIATIONS

DFD	Data Flow Diagram
ERD	Entity Relationship Diagram

CHAPTER 1

INTRODUCTION

1.1 Background

The growth of the internet as a secure shopping channel has developed since 1994, with the first sales of Sting album 'Ten Summoner's Tales' Wine, chocolates and flowers soon followed and were among the pioneering retail categories which fuelled the growth of online shopping. Researchers found that having products that are appropriate for e-commerce was a key indicator of Internet success. Many of these products did well as they are generic products which shoppers did not need to touch and feel in order to buy. The existence of online shopping has received positive response from the world, especially from the rapidly developing country. This is because, online shopping gives customers the ability to purchase goods and services from a provider without ever going to the "brick-and-mortar" location. Instead, customers simply visit the provider or seller's website and place and pay for their order. The product or service is delivered to the customer's home. Online shopping can be done via computer, tablet, or smartphone (Pariona, 2017). According to a study, almost 70% of people in Japan, United Kingdom and Germany spend their money for online shopping.

Whilst according to studies, in Malaysia, the number of online purchases made by Malaysians amounted to approximately RM5 Billion in 2015 and is expected to increase from year to year. Shopping online is becoming increasingly popular among Malaysians pushing for the expansion of this business including '*Industri Kecil dan Sederhana (IKS)*'. There are many factors why Malaysians like to spend on online shopping. The factors are they are much cheaper, easy to find and it has become part of their culture.

In Malaysia, people often use internet-base to do things or even buying things. They use internet to facilitate their daily live in order to do something. For example, the wide use of internet such as online booking, online shopping and even do work online are now part of the citizens' daily routine in order to make sure that they use little time in doing things that can use online. Thus, this scenario has open so many opportunities for company that offer their products online especially for those who loves to online shop. Company such as Lazada, 11 Street and Shopee are some of the biggest online shop in Malaysia because these three company offer various kind of items that people can choose and buy with low price. Besides, they just can visit one site to buy many items.

1.2 Problem Statement

Nowadays, Malaysian citizen are often too busy to remember or celebrate together important events such as Birthday celebration, Mother's Day, Father's Day, Anniversary, etc. Moreover, for those who are studying or working far away from their hometown and they often cannot go home to celebrate together with their loves one.

If we look at the existence of online shopping for gifts nowadays are limited. Limited in terms of choice or the type of gifts that is provided as examples most of them provide gift options such as flowers and cakes only. The problem is that when the choices are limited, they will limit the choice to the buyer or the user themselves and it will also cause them to still go out to the actual store to buy the gift and most items such as cakes and flowers are easy to break. Besides, there are limited shops that provide various type of gifts online. Most of them are being sold at the physical shop which is quite difficult for those who do not have transportation to go the physical shop.

Furthermore, the user also do not have to worry about how they will get their gifts. This is because, it will ease the buyer or the user when they just have to choose the item that they want and they do not have to worry about how they will get the gift. The problem is when the gift store is far away from their home, they need to have transport to go there and it will be troublesome for those who do not have transport.

1.3 Goal and Objective

The goal for this project is to develop an online gift system for the user and to achieve this goal, the following objectives must be followed:

- i. To investigate the current online shop for gifts
- ii. To develop a system that can allow the user to purchase online gifts
- iii. To evaluate and provide an online system for My One Shop, Country Homes that used Augmented Reality element in it.

1.4 Scope

1.4.1 User

a) Staff of the Gift Shop

The staff of the gift shop including the manager of the shop will be the administrator of the system where they can directly access to the system. They will also be the one who can control the database and they will update all the types of gifts and the information of the item that their shop providing.

b) Customer

The customer is the main target user for the system because they will be the one who mostly use it. The customer first need to choose the type of gift they want and they just have to enter some of their personal information to ease the delivery process and etc.

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